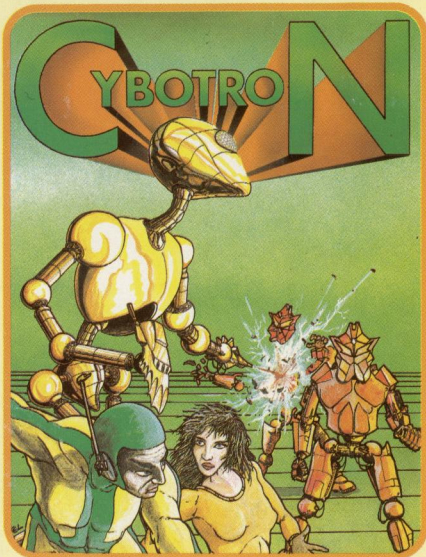


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ANIROG



COMMODORE 64

CYBOTRON

TURBO

C.B.M.



ANIROG SOFTWARE

29 West Hill, Dartford, Kent

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WARNING

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CYBOTRON

In the year 2001, the design was announced of the first robot with a limited ability to think. In subsequent years, robots with increasing intelligence were designed and manufactured and were able to undertake human tasks. The human race became increasingly lazy and, little by little delegated all responsibilities, including those of design and manufacture, to the robots, thus relinquishing any further control over them.

The Robots designed and manufactured the Trons, commanded by Hulks to squash humans, the Brains with ultimate in logical mind and Armedroids, Pulsars, Enforcer Droids and Electrodes as armaments.

There are 100 waves in this game including bonus waves. Write your name in the HALL OF FAME.

LOADING - Type LOAD and press the RETURN key. Always keep your cassette recorder as far away as possible from the computer and the television while loading this program.

TURBO LOADER - This cassette includes the TURBO LOADER, considerably reducing the loading time.

CONTROLS - JOYSTICK only.

Program by D. ETHERINGTON

**Instructions See Reverse
and Enclosed Leaflet**

CYBOTRON

CONTROLS - JOYSTICK ONLY

This game can be played using one or two joysticks. Use of two joysticks enhances the enjoyment of the game.

ONE JOYSTICK ONLY

Plug the joystick in port 1. There is eight direction movement and the firing is automatic in the direction of the movement.

Press the key S to start the game.

Press the Space Bar or FIRE button to pause the game. Press any key to restart the game.

TWO JOYSTICKS

The joystick in port 1 controls the eight direction movement.

The joystick in port 2 controls the eight direction firing. The direction of firing is now independent of the direction of movement.

Press FIRE button on the port 2 joystick to start the game.

Press FIRE on the port 1 joystick to pause the game. Press again to restart.

To save the last survivors, you must destroy the attacking robots. The surviving humans can be recognised by the briefcase they carry.

You start with 3 lives with a bonus of extra life every 20,000 points. The top line shows no. of lives to a max. of 10. After 10 lives the record is kept of extra lives.

Robots are described in detail in the enclosed leaflet.

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